

TRANSPUTOR

THE RULES OF TRANSPUTOR ARE SIMPLICITY ITSELF:
TO CLEAR EACH OF THE 32 SCREENS OF BRICKS USING THE BAT (TO THE LEFT HAND SIDE OF THE SCREEN) AND SPHERE, WITHOUT ALLOWING THE SPHERE TO FALL OFF THE EDGE...

TO HELP YOU WITH THIS CHALLENGE YOU ARE GIVEN 10 LIVES (ONE TAKEN AWAY EACH TIME YOU LOSE A BALL) AND 10 MISSILES WHICH DESTROY BRICKS (AND MARAUDING CREATURES) ON CONTACT. THERE ARE ALSO SOME BRICKS WHICH CAN HELP YOU BY GIVING YOU BONUSES WHEN HIT (E.G. EXTRA LIVES AND MISSILES, LARGER BAT, KEYS WHICH EXIT YOU TO THE NEXT SCREEN ETC.)

ONCE BOOTED UP, THE OPTIONS ARE CHOSEN USING THE MOUSE, BUT ONCE INTO THE GAME YOU MUST USE EITHER THE JOYSTICK OR KEYBOARD (THE KEYS IN OPERATION UPON BOOTING ARE;

AMIGA: CURSOR LEFT (LEFT, TOWARDS YOU)
CURSOR RIGHT (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
.....ESC (PAUSE)

ATARI ST: O (LEFT, TOWARDS YOU)
P (RIGHT, AWAY FROM YOU)
SPACE (FIRE MISSILE)
ESC (PAUSE)

THESE KEYS CAN BE CHANGED USING THE REDEFINE KEYS OPTION.

IF YOU WISH TO EXAMINE THE SCREENS BEFORE PLAYING THEM, GO TO THE VIEW SCREENS OPTION. YOU WILL SEE THAT THE NUMBERED SCREENS ARE SPLIT INTO COLOUR CODED GROUPS OF FOUR (I.E. 1 TO 4, 5 TO 8 ETC. UP TO 29 TO 32). WHEN YOU EXIT TO PLAY TRANSPUTOR, YOU WILL BEGIN AT THE FIRST SCREEN OF THE LAST GROUP OF FOUR YOU VIEWED (I.E. IF THE LAST SCREEN YOU EXAMINED WAS NUMBER 19, YOUR NEXT GAME WILL BEGIN AT SCREEN 17).

IF YOU WISH TO EXAMINE THE DIFFERENT TYPES OF BRICKS, GO TO THE VIEW BRICKS OPTION AND SIMPLY GO THROUGH THEIR SEPARATE CHARACTERISTICS. FOR EASY ACCESS HOWEVER, THEY ARE ALL PRINTED TOGETHER ON THIS LEAFLET.

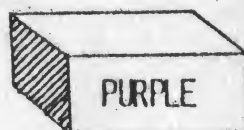
FINALLY, SHOULD YOU REACH THE EXALTED HEIGHTS OF THE HIGH SCORE TABLE, SIMPLY TYPE IN YOUR NAME ON THE KEYBOARD AND PRESS RETURN.

YOU NOW HAVE ALL THE INFORMATION YOU REQUIRE: IT IS TIME TO ENTER THE REALM OF...

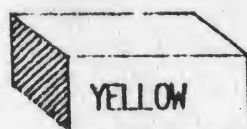
TRANSPUTOR



100 POINTS



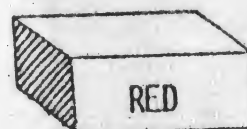
200 POINTS



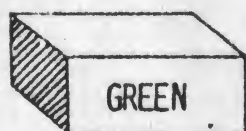
300 POINTS



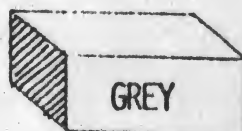
400 POINTS



500 POINTS

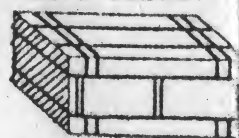


600 POINTS



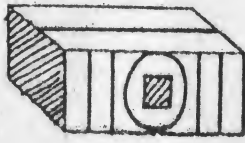
700 POINTS

MULTI COLOUR



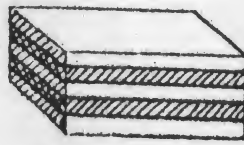
1000 POINTS

ORANGE/BLUE



1 EXTRA MISSILE

GREEN/RED/ORANGE



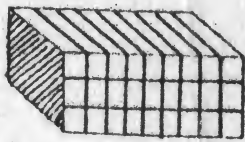
2 EXTRA MISSILES

BLUE/GREY



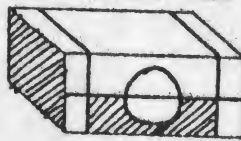
3 EXTRA MISSILES

MULTI COLOUR



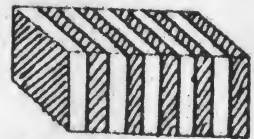
4 EXTRA MISSILES

GREEN/RED



2500 POINTS

GREY/RED



5000 POINTS

GOLD



50000 POINTS



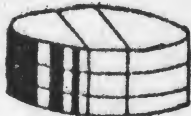
EXIT TO NEXT
SCREEN

BLUE



10000 PTS.
HIT 3 TIMES

BLUE/RED



20000 PTS.
HIT 5 TIMES

BLUE



6000 PTS.
ROLLS ON FIRST HIT



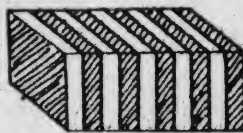
LARGER BAT

GREY/BLUE

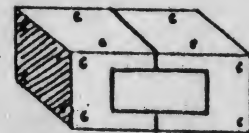


SMALLER BAT

ORANGE/GREY



ELECTRIC BAT



ELECTRIC BAT

GREEN/GREY

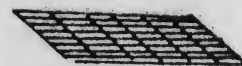


MORE TIME ON
ELECTRIC BAT

PURPLE/BLUE



1 EXTRA LIFE



1 EXTRA LIFE



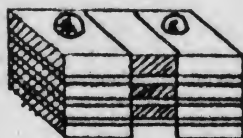
EXTRA LIFE IF HIT IN TIME



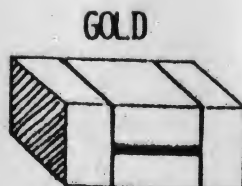
TIME
EXPIRED



1 EXTRA LIFE



DESTROY WITH MISSILE



GOLD
30000 PTS.
DESTROY WHEN CLOSED



DESTROYS ROW OF BRICKS

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